

FCPR CO-ED TEE BALL RULES OF PLAY – adapted for FCPR from T-Ball USA

- Players are 5 to 7 years of age
- Players on a team – 8 minimum, 15 maximum
Note: more than 15 players on the field or batting is not advised.
- 50' base paths (50 feet distance between the bases)
- A real or imaginary playing line is between first base and third base or an arc 40 feet from home plate
- Every player bats and plays in the field
- The ball is hit off a batting tee; *coach-pitch is permitted during the final game for players the coach feels are capable*
- There are no walks or strikeouts
- The ball must travel 10 feet or it is a foul
- No fielder may cross the playing line until the ball is hit
- No stealing – base runner stays on the base until the ball is hit
- An inning is over when all the players have batted once
- Standard game is four innings – or 60 minutes whichever comes first
- Scores are not kept for this league
- Safety helmets must be worn by batter and fielding pitcher
- Bats - 25"/26" long, 2¼" diameter, max. 17 to 20 ounces.
- Ball - 9" to 9½" around; 4 to 5 ounces. Softer than a standard baseball. Molded core or sponge rubber center
- Gloves – all fielders must wear a glove. Teeball size or no more than 12" in length
- Tee - adjustable, flexible tube on a moveable base
- Athletic footwear must be worn. Molded rubber cleats are permitted. No metal cleats
- Teams found playing with players not listed on their roster will forfeit that game. No players will be allowed to transfer teams after the first game of the season has been played. This is a CO-ED Instructional League designed for youth recreation.
- The FCPR Waiver must be signed by the player's parent or legal guardian before the child may participate in the program.
- All team members present and dressed at the beginning of the game must play at least 2 innings of each game.
- 10 players will be permitted on the playing field. 8 players must be present to start the game. All teams must have a minimum of 8 participating players on their roster and no more than 15.
- Any issues should be written in detail and submitted to the League Director
- Home team is determined by the park at which the game takes place. Visiting team bats at the top of the inning; home team at the bottom of the inning.
- Bunting will not be allowed. Shoes with metal cleats or spikes are not permitted by any player.
- No protests are allowed on on-field judgment calls of the coaches. Concerns about coaches must be submitted to the League Director.

- Games will last 4 innings or 60 minutes (whichever comes first). No new inning shall be started after 60 minutes of play.
- Players will bat in rotation until all players have batted. Batters are permitted 3 strikes: 3rd strike foul balls are considered an out. Balls struck beyond the 5-ft. arc are considered in play. The last batter must make it to home plate before the opposing team gets the ball to any base ahead of the runners.
- The ball is considered dead when in the possession of the pitcher, or player within the pitching circle, or when a fielder intentionally throws the ball to the pitcher (regardless of if the pitcher catches the ball). The umpire will call a dead ball. If a runner is more than half way to a base before the ball enters the circle, then the runner can finish running to the base.
- A defensive field coach is permitted in the outfield to assist fielders on where to throw the ball. However, the coach may not at any time touch the ball or the fielder while play is going on.
- Free substitution is allowed.
- Leading off and stealing are not permitted. If a base runner is called out the runner must return to the dugout and is not allowed to run the bases.
- There will be no infield fly rule. Runners are not forced to slide; however, if there is contact (without sliding) with a runner and a fielder (only when the fielder has the ball) the runner will be called out. If the fielder does not have the ball the runner will be safe.
- Batters, base runners, and on deck batters must wear protective helmets. Catchers must wear a minimum of helmet and mask while the game is in play. Catchers may not be needed and that will be at the discretion of the coaches.
- Every effort must be made to not throw the bat after a swing. Players should be coached on this. Batters will be called out in the event of consecutive bat throws.
- Teams are required to exhibit sportsman-like conduct after each game by shaking hands.
- Unsportsmanlike conduct will not be tolerated. If a coach, player, or fan is ejected from a game he or she must leave the park immediately. If the same person is ejected from another game he or she will be suspended indefinitely from Frederick County Parks and Recreation programs pending a decision by the League Director. Further problems from the team may result in a forfeit of future play.
- The League Director reserves the right to make final determination on any rules or interpretations that may arise throughout the season.
- Practices are built into the program schedule for this league. Each team has 3 consecutive Saturday practices prior to beginning game-play. If a practice date happens

to be rained out it will be made-up at the end of the season and will become a game against another team.

The major differences in play concern winning / losing and what constitutes an inning. As children play to win in other games and view competitive sports on TV, many tee ball leagues sanction scoring and winning for the older and / or more mature players (usually six years and up). This also permits another level of play; specifically, tournaments and other competitive events. Otherwise, tee ball can be positioned as a skill-building, learning experience, where the score is not the focus of the game. Some leagues prefer to consider an inning to be the traditional three outs but the majority of play is "bat around" where an inning is over after every player has batted one time.

COACH-PITCH is a modification of the game usually reserved for older players or for younger players whose batting skills have advanced. A coach (adult or mature teen-ager) throws the ball to the batter. Underhand pitches can be thrown with an arc to reduce speed. Overhand pitches can be thrown from one knee on the ground to put the pitcher at the same level as the batter. If the player is unable to hit the pitched ball after a pre-determined number of throws -- usually, four to seven -- the ball is placed on a tee and the player's turn continues. All other rules are the same. T-BALL USA recognizes the benefits provided by coach-pitch and endorses its use; especially, after the youngest of players have gained confidence in the batting situation. Perhaps the greatest contributing factor to the growth and popularity of the game is that the final decision as to procedure or certain rules is made at the local level, based on the judgment of the administrators as to which format best serves their community program.

All players will receive recognition at the completion of a terrific season!

- * Coaches please maintain integrity and set a good example!
- * Rainouts will be re-scheduled on a Saturday at the end of the season.

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